ELISE LIVINGSTON
PRODUCT DESIGNER

CONTACT

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EXPERIENCE

Color Health

SEPT 2021 - PRESENT

Behavioral Health: Lead designer for product strategy, vision, and scoping of a 0-1 business line aiming to improve screening and access to behavioral healthcare in the public sector. I worked with a cross-functional team including clinicians to define a human-centered product and set the design direction for an initial launch.

Telehealth Platform: As lead designer, I enabled Color to deliver high quality COVID-19 and healthcare solutions to employers and governments, including the Centers for Disease Control and departments of health in California, Washington, Oregon, and Massachusetts. I designed clinical messaging, in-app notifications, and insurance billing capabilities.

Qualtrics

JUNE 2019 - SEPT 2021

Accessibility: I was the accessibility expert on a team of more than 40 designers and researchers. I developed a design pattern library and educational materials to help teams implement consistent, accessible experiences across the product.

Employee Experience & Platform: As a lead designer, I helped HR teams manage people data for 500+ brands. I designed and launched features and northstar frameworks to improve employee data management and permissions. I also designed the XM Catalog, which had 140k monthly users at launch, enabling people to discover and create new projects and workflows in Qualtrics.

Microsoft

JULY 2014 - JUNE 2019

Ink in Microsoft Office: Designer, researcher, and product owner reimagining productivity through digital pen and ink. I conducted research, defined design & strategy, aligned stakeholders across the company, and oversaw implementation of key feature areas. I received five patents for my work on digital ink.

Accessibility: Improved accessibility of Microsoft Office suite. Created and managed implementation of Automatic Alt Text, an AI-powered feature that adds alt text to over 2 million images daily.

SKILLS

Design & prototyping: Figma, Illustrator, Responsive design, Rapid prototyping, User flows, System architecture, Creating components, Wireframing, Object-oriented design, Python, Java, HTML/CSS

Inclusive design: WCAG standards, designing for keyboard and screen readers, accessible components and patterns for design systems

Check out an article I wrote about my work

Expertise: Systems design, AI & machine learning, Healthcare design, Enterprise design, Internet of things, Humanity-centered design, Qualitative research & analysis

EDUCATION

Human Centered Design & Engineering
MASTER OF SCIENCE

University of Washington

I grew my UX skills through advanced coursework in interaction design, behavior change design, physical prototyping, and research.

Computational Media
BACHELOR OF SCIENCE

Georgia Tech

In this hybrid degree, I learned both computer science and UX design. I also designed a program that helps kids get excited about programming through music remixing.